

# Good/Evil Cleric Packages [GURPS 4e]

*This writeup was originally designed for Reality Mather [\[link\]](#), but I thought it was of sufficient interest to be reproduced. It assumes an extremely stark, objectively quantifiable division between Good and Evil, and is not intended for more morally ambiguous campaigns. It also assumes that regular magic is, at best, a morally neutral and generally suspect discipline. A mage with the Good Cleric Package would be considered unusual.*

## "Good" Cleric Package

Note that all Advantages with an asterisk are subject to the Moral Power (dependent on the Sense of Duty) (-20%) limitation. The other advantages listed in **GURPS Powers** under the Good Power grouping are only available with GM permission.

Advantages: Blessed (Heroic Feats) (ST) [8]\*, Blessed (Heroic Feats) (HP) [8]\*, Clerical Investment [5], Charisma +2 [10], Detect (Evil) (Common) [16]\*, Empathy [12]\*, Good Talent 3 [15], Healing [24]\*, Higher Purpose [4]\*, Neutralize (Evil) [40]\*, Social Regard 1 [Respected] [5], Temperature Tolerance 10 (Heat) [8]\*, True Faith (Turning, +65%) [20]\*

Disadvantages: Disciplines of Faith [-5], Duty 9- [-5],  
Enemy (Evil) 6- [-20], Sense of Duty (Humanity) [-15],  
Terminally Ill (One Month) (Mitigator: Sense of Duty, -80%)  
[-20]

Total Cost: 100

This is a "generic" priest serving Good. He is not a fighting cleric or paladin, but he will be able to neutralize the supernatural powers of creatures of Evil (generally speaking: monsters, demons, and black magicians). Priests serving Good are universally respected for this ability in all civilized lands, as well as for their ability to heal: even members of other faiths will react positively to a known priest.

His disadvantages reflect a somewhat sedentary lifestyle: priests are not supposed to spend every day fighting supernatural Evil. Evil-aligned creatures will recognize him on sight, and will try to attack the cleric first in a fight, justifying both the Duty and Enemy. Note that the Sense of Duty would *not* include black magicians, who are generally treated as inhuman by both secular and religious authorities. Finally, the Terminally Ill disadvantage represents a serious and inflexible restriction on priestly behaviors. Failure to live up to the strictures of the Sense of Duty will not only cause the priest to lose his powers; if

left uncorrected, he will die within the month. Sense of Duty was deliberately picked over Disciplines of Faith to be the mitigator.

## "Evil" Magician Package

Note that all Advantages with an asterisk are subject to the Moral Power (dependent on the Fanaticism Disadvantage) (-20%) limitation. The other advantages listed in **GURPS Powers** under the Evil Power grouping are only available with GM permission.

Advantages: Affliction 1 (Malediction +100%, Negated Disadvantage: Honesty +100%) [24]\*, Affliction 1 (IQ -5, +50%) [12]\*, Ally (Demon, 150% of XP, 12-) (Summonable, +100%) [32]\*, Detect Good (Common) [16]\*, Evil Power 3 [15], Leech 3 [26]\*, Magery 1 [15], Medium (Specialized: Demons -50%) [5], Terror [24]\*, Visualization (Curse, +10%) [16]\*

Disadvantages: Enemy (Civil powers), 6- [-20], Enemy (Good), 6- [-20], Fanaticism (Evil) [-15], Sadism [-15], Social Stigma (Monster) [-15]

Total Cost: 100

This represents a "generic" black magician sworn to Evil. His actual formal spells are not included in this package; it

assumes most magicians are self-taught, and usually start with only a few spells. Black magicians are universally known for their ability to sap body (Leech) and mind (Affliction), terrorize (Terror) and curse (Visualization) their foes, and of course command demons (Ally and Medium); their ability to detect active agents of Good on sight merely reinforces the rest of society's ill opinion of them. Note that this package does not give black magicians any inherent ability to neutralize Good.

His disadvantages are unambiguous: a black magician is considered inhuman by virtually everyone, including the black magician himself. The combination of Sadism and Fanaticism represents a true commitment to Evil, and for its own sake. One disadvantage that is *not* compatible with this package is Secret: in a world where Good and Evil can be detected on sight by any cleric, it is effectively impossible to hide one's true nature for any length of time.

- Moe Lane

- <http://www.moelane.com>

*The material presented here is my original creation, intended for use with the In Nomine and GURPS systems from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.*

*In Nomine and GURPS are registered trademarks of Steve Jackson Games, and the art here is copyrighted by Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games online policy.*